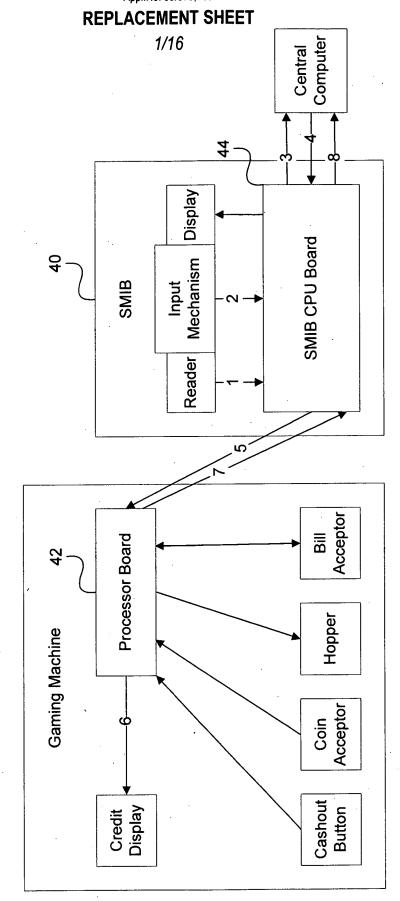


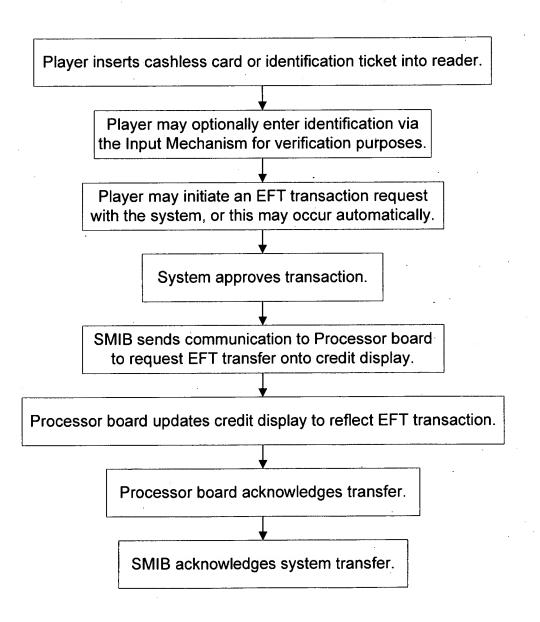
Prior Art Method for EFT Transfers from System to Gaming Machine





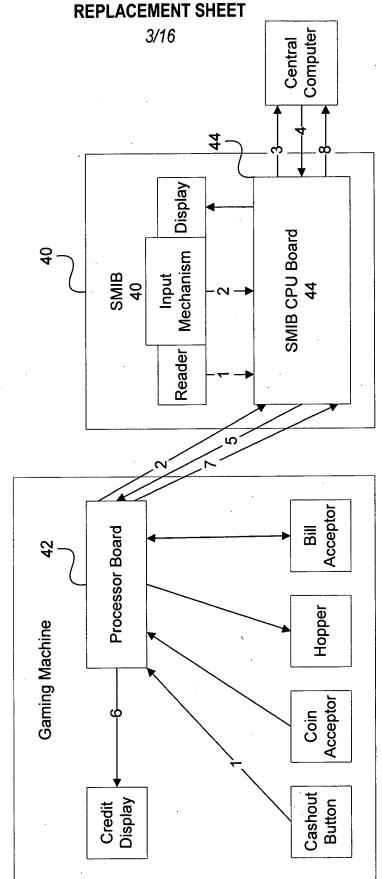
REPLACEMENT SHEET

FIG. 2





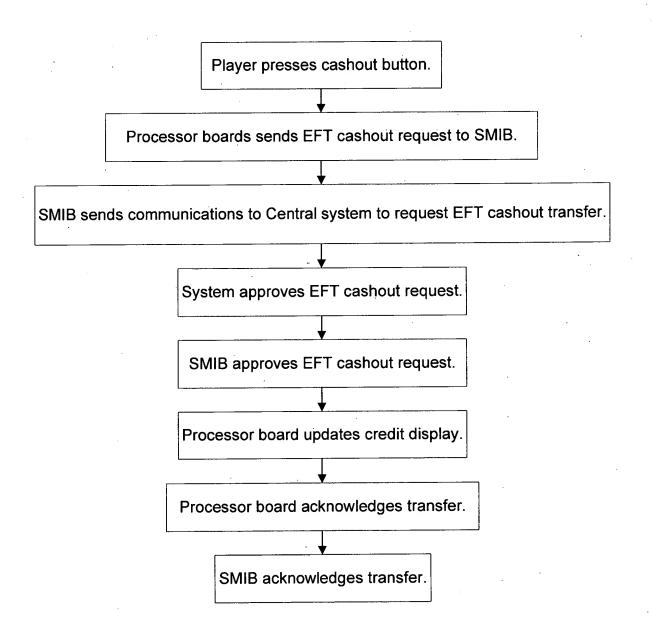
Prior Art Method for EFT Transfers from System to Gaming Machine to System FIG. 3

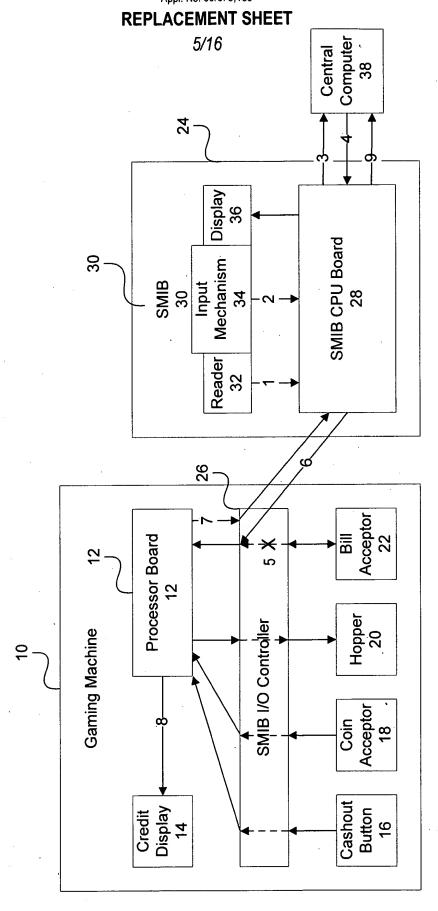




REPLACEMENT SHEET

FIG. 4



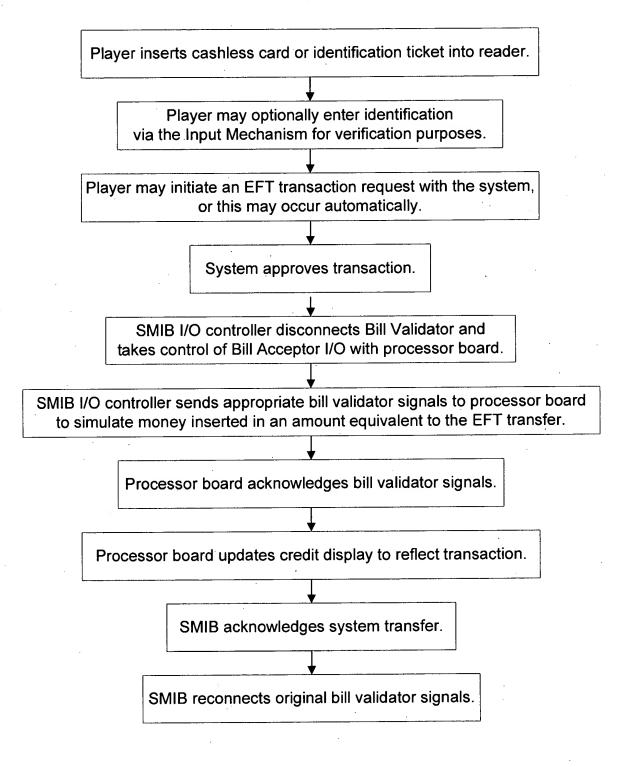




REPLACEMENT SHEET

6/16

FIG. 6



REPLACEMENT SHEET 7/16 Central Computer 24 Display 36 **SMIB CPU Board** Input Mechanism SMIB 34 Reader 32 26 Acceptor ⊞ **Processor Board** 12 Hopper 20 SMIB I/O Controller Gaming Machine Acceptor Coin

Credit Display 14 Cashout Button 16

× ∞

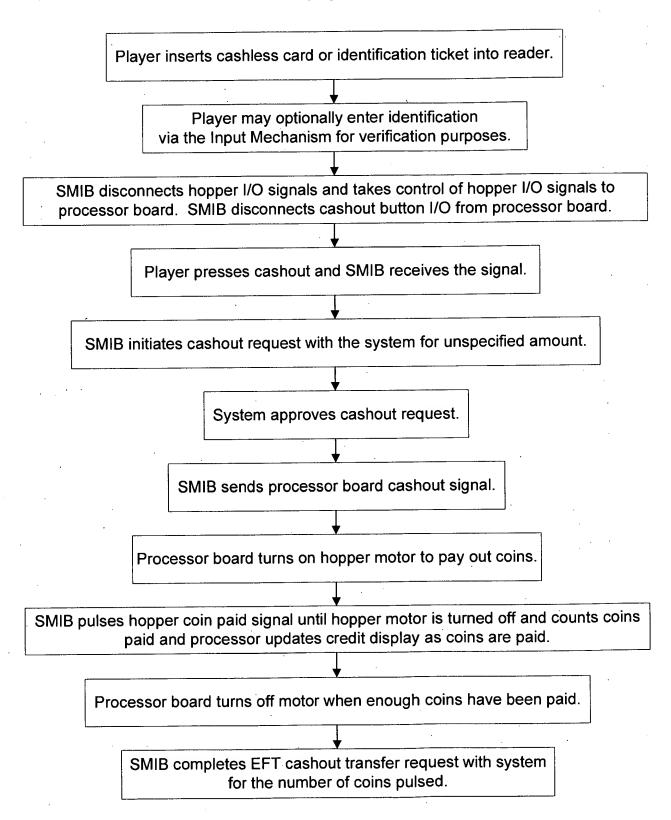
-<u>1</u>G. 7



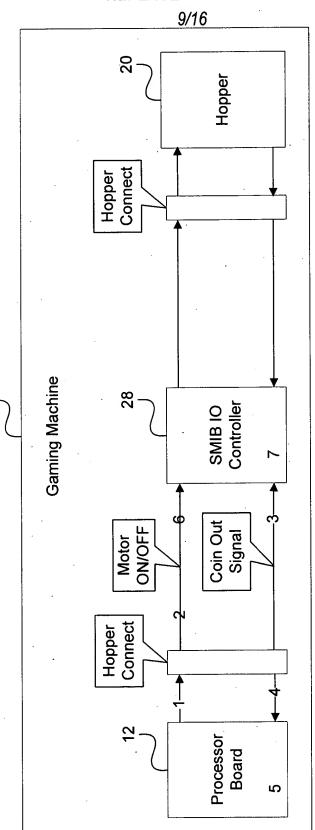
REPLACEMENT SHEET

8/16

FIG. 8



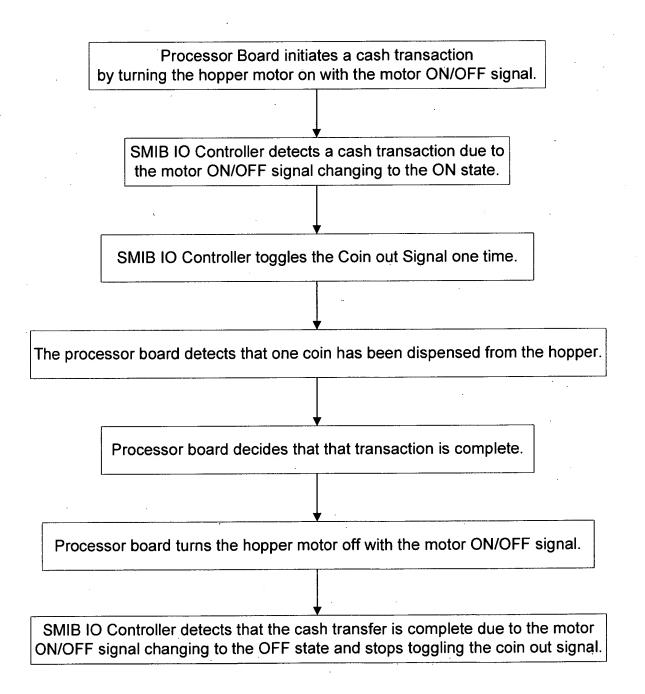






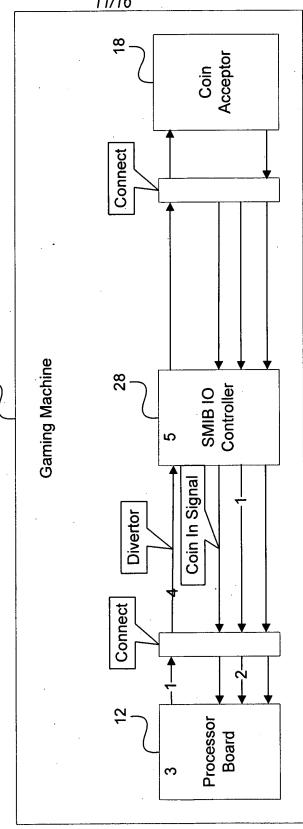
REPLACEMENT SHEET

FIG. 10





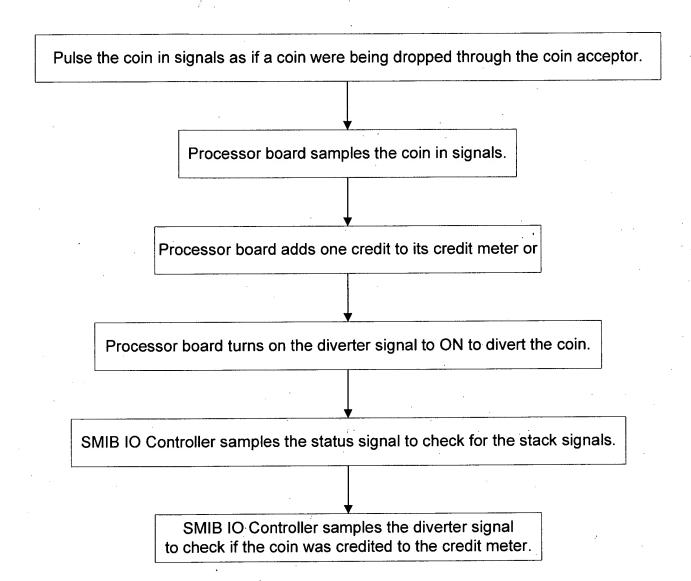




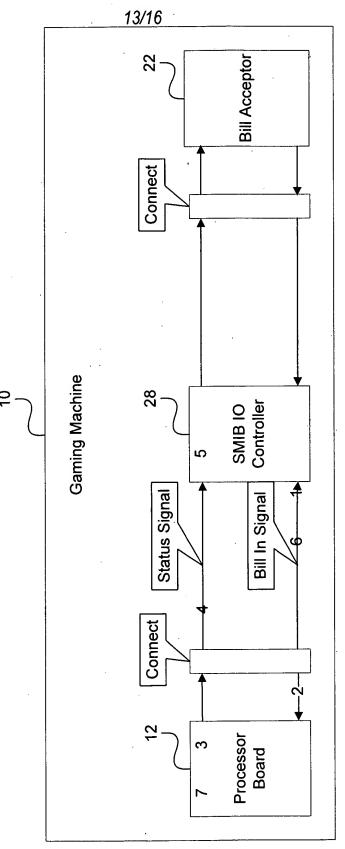


REPLACEMENT SHEET

FIG. 12

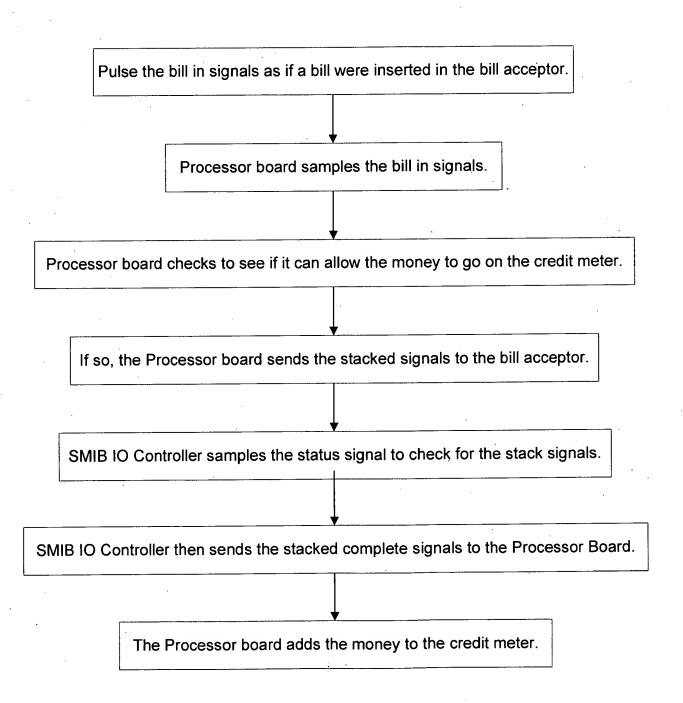




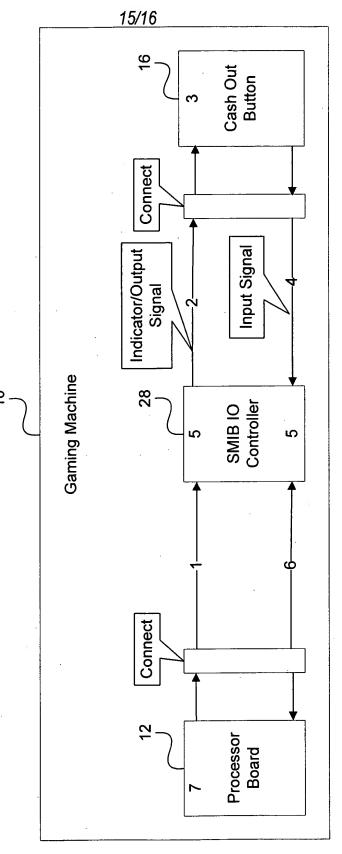


REPLACEMENT SHEET

FIG. 14









REPLACEMENT SHEET

FIG. 16

